Stuff I like About Star Wars™ and LotR™ Risk®

Star Wars®

- Order cards
- side missions for rewards
- asymmetric win conditions
- roll ?+, instead of vs rolling
- asymmetric player powers (e.g., the death star superlaser)
- destructible board zones

LOTR®

- turn limit (a la the one ring)
- mountains & rivers, which block movement
- leaders and strongholds
- action cards (e.g., borne to another place, the way is under the mountains, strategic withdrawal)
- sites of power + rewards therefrom